

CLAIMS:

The embodiments of the invention in which an exclusive property or privilege is claimed are:

1. A system for implementing a wireless instant messaging and multi-media conferencing solution.
2. The system of claim 1, which includes a first computer program product (CPP1), comprising:
 - a) a computer readable memory medium; and
 - b) a computer program including the logic required to the steps, methods and rules as such.
3. The system of claim 2, where said first computer program product remains articulated within wireless handsets and/or similar devices.
4. The system of claim 3, where said first computer program product is implemented on any operating system (OS) for wireless handsets and/or similar devices which supports the implementation of 'soft' buttons.
5. The system of claim 2, which enables the receipt, manipulation, transmission and local storage of text, images, voice, and audio.

6. The system of claim 1, which includes a second computer program product (CPP2), comprising:

- a) a computer readable memory medium; and
- b) a computer program including the logic required to the steps, methods and rules as such.

7. The system of claim 6, where said second computer program product remains articulated within the telecommunications operator's (or like entity's) network.

8. The system of claim 7, where said second computer program product has been articulated to provide multi-cast server functionality, thereby enabling real-time simultaneous multi-media communication between suitably equipped wireless handsets or devices (CPP1) together with the functionality for real-time distribution of multi-media content.

9. The method of claim 7, where said second computer program product may also be integrated with proprietary computer based Messaging systems (as MSN Messenger) via a presence capability thereby extending connectivity to non-CPP1 enabled devices.

10. The method of claim 7, which also promotes existing legacy devices through SMS messaging support for distribution of Instant Messages between designated groups/peers.

11. The method of claim 10, which supports Wireless Village IMPS specifications to facilitate inter-carrier IMPS services.
12. The methods of claims 2 and 6, which connect to one another using well-known programmatic and telecommunications authentication and like means.
13. The method of claim 12, which is achieved upon initiation of the first computer program product (CPP1).
14. The method of claim 12, where a client list or list of 'contacts' is populated.
15. The method of claim 14, where said contacts are on-line (connected to the communications network).
16. The method of claim 14, where said contacts may also be in an off-line stated (including hibernation or inaccessible roaming situation).
17. The method of claim 14, where the status of such contacts may be displayed and/or represented through any number of symbols or iconographic means.

18. The method of claim 14, where such population may take place through aural, or other sensory means (as vibrating pulses for the impaired), in addition to the usual visual means.
19. The method of 12, where other on-line contacts are updated by the second computer program product as to the new connection.
20. The method of claim 19, where such updates may occur through aural, or other sensory means (as vibrating pulses for the impaired), in addition to the usual visual means.
21. The method of claim 14, where multiple conversation windows (text or audio) may be opened, and navigated through graphical user interface (GUI).
22. The method of claim 21, where such conversations may be stored as SMS, MMS, voice mails and other such wireless communication methodologies for users who are in an off-line state, or on-line but who may wish to locally store such content.
23. A method for initiating wireless instant messaging and multi-media conferencing by holding and pressing an articulated button ('hard' or 'soft' buttons may equally be employed) on the wireless device in question, wherewith

the message (audio, visual, or vibrational) from CPP1 is pushed by CPP2 to all conversation participants, or only those on-line and/or available.

24. The method of claim 23, where such one-touch Push TO Talk (PTOT) wireless instant messaging and multi-media conferencing may be stored locally on the recipient's device and/or preceded by warning tones and/or assigned priority accordingly.

25. The method of claim 23, where, consistent with the Push-To-Talk over Cellular (PoC) specifications, the receiving or terminating parties are paged and explicitly indicate whether they will receive any subsequent communications from the originator (once they accept a page, they can automatically communicate back to the originator assuming that they are granted control of the floor).

26. The method of claim 25, which alleviates 'collisions' of simultaneous one-to-many conversations.